

NinjaWars

Anton Gerard S. Benitez & Tomas Alejandro V. Falgui III

Description

NinjaWars is a two-player combat game. Each player will be playing a blue ninja and will be facing a red ninja, the other player. Each player has nine lives, and a shuriken hit subtracts the player's life by one. The last player standing wins. Aside from throwing a shuriken, the player can also blink to any position in the map.

Mechanics and Instruction

The goal of the game is to eliminate the other player by throwing shurikens and by evading the shurikens thrown by the other player.

Movement

The WASD keys can control the movement of the player. W will make the player go up by 15 units, A will make the player go left by 15 units, S will make the player go down by 15 units, and D will make the player go right by 15 units. Pressing a combination of keys can make a player move diagonally.

Aside from the usual movement, the player can also press the SPACE bar to blink to the position of the cursor. After using the blink skill, the Ninja's eyes will change into the Mangekyou Sharingan for 5 seconds. After the 5 seconds, the blink may be used again.

Shuriken

To throw a shuriken, a player must do a LEFT click. The shuriken will disappear once it goes off the screen or when it hits the other player.

Starting from Scratch:

There must be two machines capable of compiling and running java files. Both machines must be connected to the same network. In order to start the game, one machine must compile and run the GameServer.java file by executing `javac GameServer.java && java GameServer`. The same machine and the other machine will then run the GameStarter.java file by executing `javac GameStarter.java && java GameStarter`. Both players should then fill the IP address in the field provided and then click Join Server. The game will start once the ninjas are present on the screen. You may then move using the WASD keys and blink with the SPACE key. You may also attack with a left click. The first player to kill the other player by hitting them with a shuriken nine times. A screen corresponding to your status will then appear.